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TI-29497 8/9/00

ABSTRACT

In a network of digital signal processor nodes connected in a peer-to-peer relationship, a data packet sent to a node causes a return transmission from that node. The requestor digital signal processor sends a data packet to a target digital signal processor. Upon arrival at the target digital signal processor, its receiver drives the arriving request packet into an I/O memory and triggers a transmitter interrupt. Next, the pull interrupt causes the transmitter to execute on a next packet boundary the pull request packet. Finally, the execution of the pull request causes the transmitter to pull a portion of the local I/O memory and send it back to the requestor digital signal processor. The same physical portion of the I/O memory is overlaid with two logical uses, a receiver channel and a transmitter code block.